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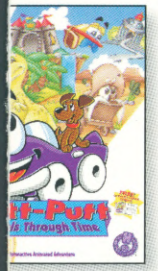
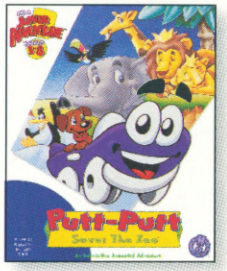
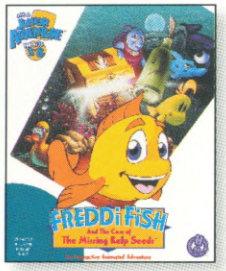
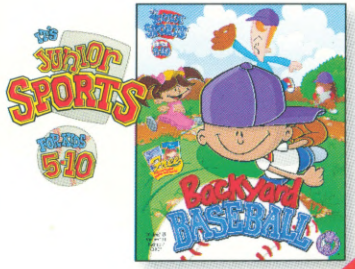
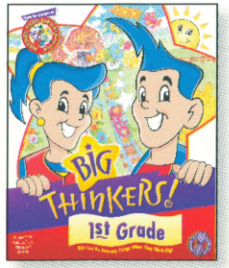
HUMONGOUS ENTERTAINMENT®











LOOK INSIDE THIS MANUAL

for Technical Support & Customer Service information.

IT'S A JUNIOR ADVENTURE™ FOR KIDS 3-8

PAJAMA SAM 2

THUNDER AND LIGHTNING AREN'T SO FRIGHTENING™

Windows® 98/95
Windows® 3.1
Macintosh®
CD-ROM

HUMONGOUS ENTERTAINMENT®

IMPORTANT KEYBOARD COMMANDS

Here is a comprehensive list of keyboard commands.

Purpose	Windows	Macintosh
Help	F1	See Readme file
Load a saved game	L	L or Command+L
Pause/Unpause the game	Space bar	Space bar
Play the game in a window	Shift+F5	F5/Shift+F5
Quit the game	Space bar or Alt+F4	Command+Q
Resize the screen	Shift+F8	
Restart the game	Space bar	Command+R
Save a game	S	S or Command+S
Terminate a cut-scene (e.g. intro)	Escape	Escape
Terminate the current character dialogue	. (full-stop)	. (full-stop)
Turn on/off the music	Space bar/Options	Command+Game

HUMONGOUS EN
It's a Junior Adventure For Kids 5-10
SPY FOX
It's a Junior Adventure For Kids 3-8
PAJAMA SAM 2
FREDDI FISH 3
It's a Junior Arcade For Kids 3-8
SPY fox in Cheese Chase
Pajama Sam's Sock Works
Freddi Fish and Luther's Water Worries
Freddi Fish and Luther's Maze Madness
Putt-Putt and Pep's Balloon Rampage
It's Humongous Classics For Kids 3-8
3 GREAT GAMES for the Price of 1
HUMONGOUS CLASSICS COLLECTION
It's Junior Field Trips For Kids 3-8
JUNIOR FIELD TRIPS COLLECTION
BIG THINKERS!

Technical Support

Help via Telephone in the United Kingdom:

If you encounter technical problems with the game you should call the Technical Helpline which operates between the hours of 9am and 5.30pm, Monday to Friday. Please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering when you call.

English speaking customers call 01923 209 145

Assistance via World Wide Web:

Visit Humongous Entertainment's Web site (**http://www.humongous.com**) for up-to-the-minute technical information. You'll find answers to our most Frequently Asked Questions (**FAQs**), all the latest Humongous Entertainment product information, and even an E-mail area where you can ask specific technical support questions.

Quick Tips:

TO QUIT..... press the space bar

TO SAVE..... press S

TO LOAD..... press L

HELP..... press F1

NOTICE

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SETUP

Pajama Sam 2: Thunder and Lightning Aren't so Frightening™ is a high-performance multimedia program. It has been designed to take full advantage of your multimedia computer. Before installing the program or beginning play, we recommend you close any open applications or windows.

SYSTEM REQUIREMENTS

Windows® System Requirements

Pajama Sam 2 requires a 33MHz 486 (or faster) PC with 8 MB of RAM, Windows 3.1 or higher, SVGA card (640 x 480, 256-colour video display), a sound card and a double-speed (or faster) CD-ROM drive, PCI video card.

Macintosh® System Requirements

Pajama Sam 2 requires a 25MHz 68040 (or faster) Macintosh or PowerPC™ with 8 MB of RAM, a double-speed (or faster) 640 x 480, 256-colour video display, System 7.0 or higher, and a CD-ROM drive.

INSTALLATION

Windows 98/95 Customers

No installation is required with the Windows 98/95 AutoPlay feature. Just insert the CD-ROM into your CD-ROM drive, wait for the AutoPlay window, and click the **PLAY** button.

Windows 3.1 Customers

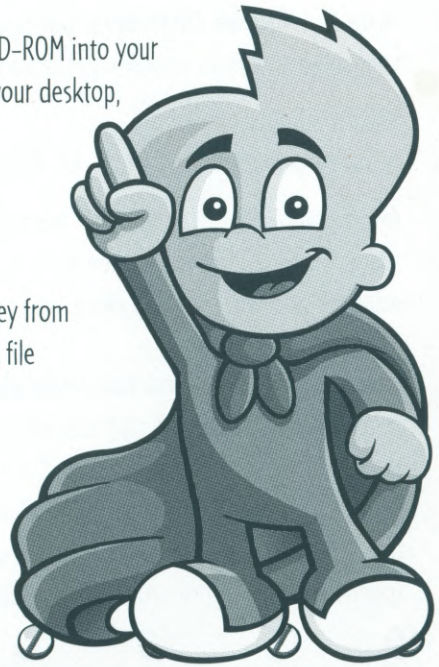
Before playing *Pajama Sam 2*, you must run our installation program. Insert the CD-ROM into your CD-ROM drive. Select the **Run** command from the **File** menu in the Windows Program Manager. Type the following in the Command Line area: **D:\INSTALL.EXE** (replace "D" with your CD-ROM drive letter).

Click the **Quick Install** button to start the installation. Follow the on-screen instructions. The installation program will create a Humongous group in Program Manager. A *Pajama Sam 2* icon will be placed in the group. When the installation is finished, you may need to **Restart Windows**.

Important Note: In order to take full advantage of the 32-bit capabilities of your computer, the installation program must copy some Windows system files to your hard disk. The files take no more than 2.5 MB of hard disk space. The installation program does not copy any of the game files to your hard disk. You need to insert the *Pajama Sam 2* CD-ROM into your CD-ROM drive each time you play.

Macintosh Customers

No installation is required on the Macintosh. Just insert the CD-ROM into your CD-ROM drive, wait for the *Pajama Sam 2* icon to appear on your desktop, and double-click it.



HELP

Windows Customers

For online documentation and game hints, just press the **F1** key from within the game. For trouble-shooting tips, see the **Readme** file on your game CD-ROM.

Macintosh Customers

Game-play information, hints and trouble-shooting advice are all located in the Readme file. Just open the CD-ROM and double-click **Pajama Sam 2 Readme** to view.

HOW TO PLAY (Starting the Game)

Windows 98/95 Customers

Insert the CD-ROM into your CD-ROM drive, wait for the AutoPlay window to appear, and click the **PLAY** button.

Windows 3.1 Customers

Insert the CD-ROM into your CD-ROM drive. To start *Pajama Sam 2*, double-click the *Pajama Sam 2* icon in the *Humongous* group.

Note to Windows Customers: Due to ongoing Windows upgrades, it may be necessary to upgrade your video drivers for optimum performance.

Macintosh Customers

To start *Pajama Sam 2*, insert the CD-ROM into the CD-ROM drive, then double-click the *Pajama Sam 2* icon.

Important Note: In order to get the best performance from your computer, you may need to perform a video and CD-ROM drive speed test the first time you run *Pajama Sam 2*. **The test takes 3 to 5 minutes and will run only once**.

How do I move Pajama Sam from place to place?

To guide Pajama Sam through the adventure, use your mouse to move the cursor across the screen. When your cursor is on an active area, it will change shape and/or colour according to the current action. For instance, when your cursor is on exit, it changes to a large solid arrow; then clicking will take you to another location. Pressing the Escape (**Esc**) key during play will jump you through cut-scenes (opening title sequences, conversations between characters, etc.).

HOW TO QUIT

To quit the Windows version, press the **Alt** and **F4** keys, or press the **space bar** to pause the game, and select **Quit**. On the Macintosh, press **Command** and **Q**. Or, press **F5** and select **Quit** from the **File** menu.

QUICK TIPS

Handy Items

Some of the items you come across – **like a can opener**, **bag of soil**, **ID card**, **and hard hat** – *may be useful to Pajama Sam.* Click the item, and Pajama Sam picks it up. The item will appear at the bottom of the screen. To use an item, move the cursor to the bottom of the screen, wait for the inventory to appear, then click on the item you wish to use. The cursor will become that item. Now, position the cursor in the play area, on the object or character you want to use the item with, and click.

SAVING AND LOADING A GAME

To save a game in progress, press **S** on the keyboard. The **Save game** screen will appear. Click one of the empty boxes to save the game. (Note: You can also save over an existing game.) Type a name for your saved game, if you wish. To exit, click the **EXIT ARROW** at the top of the screen. To load a saved game, press **L**. Click the picture of the game you wish to load. To exit without loading a game, click the **EXIT ARROW**.